

PSYCHIC WORLD™



SEGA

Loading Instructions:

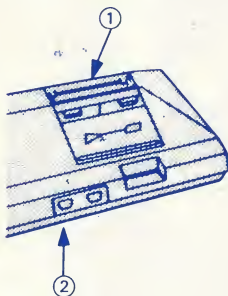
Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

- ① Insert Mega Cartridge
- ② Insert Control Pad 1



Kidnapped!

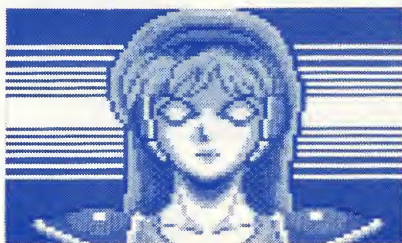
In the middle of a very green and peaceful forest, Dr. Knavik worked in his private laboratory. He found he was unable to do everything himself, and was also very lonely, so he took on two assistants— twin sisters named Lucia and Cecile. They got along very well, and for quite some time there were no problems.

Late one night, though, as Dr. Knavik and Cecile were working, there was a sudden explosion! "I knew I should have checked the pressure earlier," lamented Dr. Knavik. The doctor kept monsters for use in some of his experiments, and they were all flustered by the loud noise. They seemed to be acting strangely as well. "Make sure they're all right and the cage is secure," the doctor instructed. Cecile moved cautiously toward the cage, and to her surprise, the monsters all rushed at the cage door, breaking the latch. They were crazed beasts, and nothing was going to stop them! The doctor went back to see what had happened. He found that the door of the cage had been opened, and there was a huge hole in the far wall! The monsters had escaped— with Cecile!



The explosion woke Lucia, who had been napping in her room. "Are you OK? What on earth happened?" "I'm afraid the monsters have broken free, and taken your sister with them," the doctor explained. Lucia, overcome by fear, asked what they were going to do about getting her sister back safely. "I must stay here in case they return," he said, "but I'll equip you with the ESP booster we've recently perfected. It gives you powers like you've never seen before. Put it on, and go find Cecile!"

Lucia donned the special helmet, and rushed out of the lab. "Where could they have taken her?" she wondered. "Only one way to find out — hang in there, sis, I'll save you!"



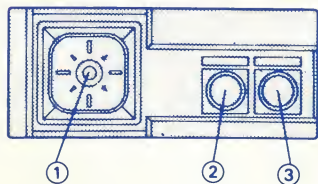
Take Control!

Learn how to use your Control Pad before you begin play.

① Directional Button (D-Button):

- Press left or right to move Lucia in either direction. If you press and hold the D-Button in one particular direction, she runs like the wind!
- Press up to help Lucia climb up a ladder, or to go through a doorway.
- Press down to make Lucia climb down a ladder, or to squat.

NOTE: Lucia can fire while squatting, but she's unable to move!



② Button 1:

- Press to fire.

③ Button 2:

- Press to jump. The height and length of each jump depends on how long you hold the button.
- Press and hold when using Levitation.

④ ESP

Press and hold the D-Button down, and press Button 2. This opens your ESP Window— here you can select an Attack or ESP capability.

Get Ready, Lucia!

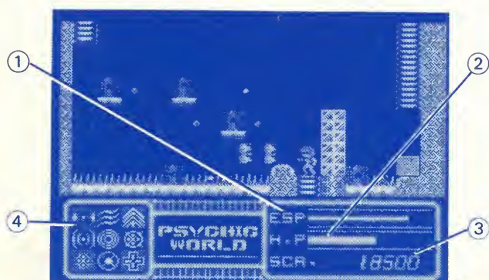
The story screens follow the Sega logo. Read them and learn more about this strange world. When the Title screen appears, press Button 1 to begin play from Round 1.



Screen Signals

The five territories you and Lucia must cross are incredibly dangerous. Things just leap out at you! Be sure you can recognize and understand each of the on-screen gauges at a glance before starting your journey!

- ① The ESP Gauge tells you how much power Lucia still has to perform her little ESP tricks. When it becomes empty, you're out of luck!
- ② The Hit Point Gauge is your life! If it should run out, the game's over.
- ③ Your current score.
- ④ The ESP window shows you what types of ESP Lucia has, and allows you to use them in time of need (providing your ESP Gauge is not empty). It also displays available attack capabilities.

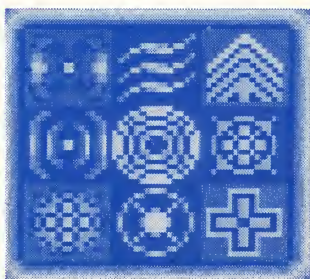


Recovery

There are several ways to refill your Hit Point and ESP Gauges. The most common way is by picking up Items that appear during your travels. The ESP Gauge is automatically loaded as you reach scores of 10,000 points, 20,000, 30,000 and so on in increments of 10,000. If Lucia dons a Shield, the enemies' attacks don't hurt at all. You can also enlarge the bar in Lucia's Hit Point Gauge by selecting Shield repeatedly. This technique is known as "Exchanging." Energy from the ESP Gauge is transformed into Hit Points.

ESP Window

In the center block, you see the Psy-cannon symbol. This is the only weapon you and Lucia have to start the game. As you pick up Items, various Attack and ESP symbols appear in the window. The blocks colored red represent ESP abilities, and the blocks colored blue show Attack capabilities.



Making A Selection

To open the ESP Window, press and hold the D-Button down, and press Button 2. Then, while holding Button 2, press the D-Button in any direction to move the selection ring to the ability you want to employ. Release Button 2 to enter your choice.

Attack Capabilities

These are weapons that may help you and Lucia to rescue her sister Cecile from the animals gone mad. Press Button 1 to give the enemies a big surprise!

- ① Psy-cannon is the weapon you begin the game with. It causes damage to all enemies!
- ② Hydro-wave gives Lucia the power to freeze moist air. She can use the blocks of ice to move about!
- ③ Burning Bullet is powerful enough to break through solid blocks of ice!

①.



②



③



- ④ Cooling Down lets Lucia freeze her enemies in their slimy tracks! This is not effective against any of the larger monsters, however...
- ⑤ Ultra-sonic is especially strong against metal and other barriers.

④



⑤



ESP Capabilities

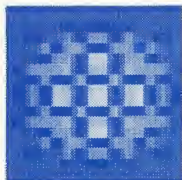
Anytime you use one of these special skills, the bar in your ESP Gauge shrinks just a little bit.

- ① Shield can be used to fend off enemy attacks, and to replenish your Hit Point Gauge.
- ② Explosion destroys all enemies on the screen! It requires great mental concentration, though, so make sure you have enough strength in your ESP Gauge. It is not useful against the larger enemies!

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②



- ③ Levitation lets Lucia float up to get to levels she couldn't reach by jumping. Press and hold Button 2 to keep her in the air until she comes down safely.
- ④ Teleportation allows Lucia to escape a terribly dangerous situation by whisking her back to the beginning of the current round. Your score does not change.

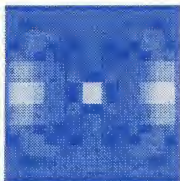
NOTE:

Using the Shield to replenish Hit Points takes energy from your ESP Gauge in a process called "Exchage." The amount of energy added to the Hit Point Gauge is equal to the amount of energy taken from ESP.

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④



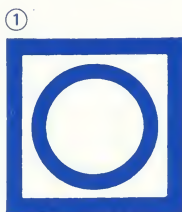
Items

Each time you take an Attack or ESP Item for the first time, that symbol appears in the ESP Window. The power of each ability increases with each new Item symbol you can get your hands on. There are also Items that give you Bonus points, and replenish your Hit Point and ESP Gauges.

NOTE: Teleportation powers cannot be strengthened!

Attack Items

- ① Psy-cannon
- ② Hydro-wave
- ③ Burning Bullet
- ④ Cooling Down
- ⑤ Ultra-sonic



ESP Items

- ① Shield
- ② Explosion
- ③ Levitation
- ④ Teleportation

Recovery Items

- ⑤ Restores your Hit Points slightly.
- ⑥ Completely restores your Hit Points.
- ⑦ Restores your ESP powers slightly.
- ⑧ Completely restores your ESP powers.

Other Items

- ⑨ Annihilates all enemies in the area!
- ⑩ Receive a 1,000-point bonus!

①



②



③



④



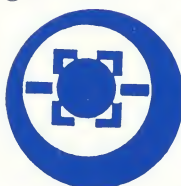
⑤



⑥



⑦



⑧



⑨



⑩



Save Cecile!

- ① Round 1: Prairie
- ② Round 2: Volcanic Area
- ③ Round 3: Ice Field
- ④ Round 4: Ruins
- ⑤ Round 5: Fortress

①



②



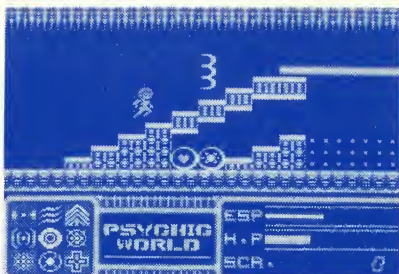
③



④



⑤



Game Over/Continue

The game comes to an end if and when your Hit Point Gauge becomes empty. You can continue playing, however, and give Lucia another shot at rescuing her sister. After Lucia's luck runs out, the Game Over/Continue screen appears. Use the D-Button to put the marker next to Yes or No, and press Button 1 or 2 to enter your selection. If you decide to keep playing, the game resumes at the beginning of the round you were playing. Otherwise, the story screens reappear.

Psychic Phenomena

- There's no time limit, so move carefully and use all of your available Attack and ESP skills wisely. You don't get a second chance!
- Remember the hazards in each area, as you'll pass through many times before successfully rescuing Cecile!



HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to any violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

* Be sure to take an occasional recess during extended play.





SEGA

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